

Win an  
Atari 7800  
Game System!

October 1989

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# ATARIAN

## VIDEO GAME MAGAZINE

MAX YOUR SCORE



### REVIEWS

- Gato
- Jinks
- Airball
- Radar Lock
- Super Huey
- Off the Wall
- Tank Command
- Touchdown Football

### Battle Strategy

### STRATEGY

- Dark Chambers
- Rescue on Fractulus
- River Raid

### CLASSICS

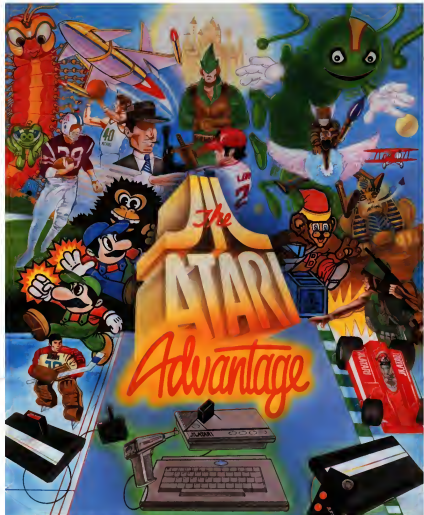
- Millipede
- Donkey Kong

### FIRST LOOKS

### TIPS & TRICKS

### TOP 30





## Get the ATARI Advantage!

The Atari Advantage is great value and great games! With the Atari 7800, you can play the latest and greatest games—from fantastic original titles to arcade hits to best sellers from the computer world. And the 7800 system plays all Atari 2600 games.

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## Greetings Power Players!

Welcome to the third issue of *Atarian*, Atari's great magazine for members of the Atarian Video Game Club and players looking to get the most from their Atari game systems.

Be sure to read the article about the Consumer Electronics Show for a sneak peek at one of the most exciting products to ever hit the world of electronic games. And for your current game system, our Previews section gives you the inside scoop on some great new games coming soon.

In Playing Strategy, pros tell you how to max your score on the popular *Xevious*, *Dark Chambers*, *Rescue on Fractulus*, and *River Raid*. In the Reviews section, you'll find in-depth evaluations of ten great new games like *Airball*, *Jinks*, *Radar Lock* and *Off the Wall*.

Don't miss a single copy of *Atarian*. Use the card in this issue and subscribe today!



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# MAILBAG

## Won't run on 7800

Dear Editor:

Several Activision cartridges state, "Do not use with Atari 7800." Why is this?

On the "Hidden Spiral" castle in *Crystal Castles*, I noticed that the castle is made up of seven letters: DYTVAIN. Do these mean anything, are they the initials of the game programmers, or what?

Steven Anderson  
Spencer, MA

Several Activision games use non-standard programming and will not run correctly on the 7800. They will not damage the 7800 in any way, however.

Those letters in *Crystal Castles* are, in fact, the initials of the programmers. Congratulations on your detective reasoning.

### Attention: Atarian Club Charter Members

Please heed this important notice from the fun-loving people in the Atari Corp. legal department.

The Atarian Club free game offer expires on October 4, 1989.

To get your free game, you must send two UPC bar codes from games made by Atari, the original cash register receipt(s) dated between 4/1/89 and 9/30/89 with items circled, your membership number, and your name and address to:

Atarian Club Offer  
P.O. Box 61657  
Sunnyvale, CA 94088

Limit one cartridge per member. Offer good only in U.S. and Canada. Void where prohibited, taxed, or restricted. Not valid with any other offer. Atari reserves the right to choose the free cartridge title. No substitutions. Allow 8-10 weeks for delivery. Do not pass Go. Floss after brushing.

## XE Differences

Dear Editor:

I have an Atari 130XE computer. Will all the XE games work on it? What's the difference between the computer and game system?

Charles Hoefeyzers  
Stoughton, WI

All Atari XE games will work on either the 130XE or XE game system. The only differences between them are that the computer has a built-in keyboard and more memory than the game system.

## Missing Pieces?

Dear Editor:

I searched all the furniture in *Impossible Mission* and then started putting the puzzles together. I completed three, but some pieces are missing. I went back and searched, but found nothing else. Is the game aptly named and truly impossible?

Lee Miller  
Waterford, CT

No, Lee, the game is, indeed, possible. You must have missed something somewhere.

## Karateka Gate

Dear Editor:

I have mastered all the guards in *Karateka* until I come to the gate that drops. I've tried everything and no matter what I do, I cannot get through the gate without getting squashed. Help!

William Baker  
Richmond, VA

Try this: Inch up to the gate until it falls. Wait for it to rise and when the bottom is level with your head, run through. And by the way, good luck!

## 7800 Light Gun?

Dear Editor:

In the interview with Nolan Bushnell (May/June *Atari*), he mentioned a light gun and modem. Will these items be available for the 7800?

Greg Bower  
Glendale, AZ

The Atari light gun which comes with the XE game system is now available separately for Atari computers and game systems. The gun and several 7800 light gun games should reach retail stores early this fall. A modem is currently available for the XE, but there are no current plans to release one for the 7800.

## Missing instructions

Dear Editor:

I bought some Atari 2600 tapes at a garage sale but they didn't have any instruction booklets. Where can I get these booklets?

David Maggard  
Springfield, MA

Instruction booklets are not available separately. If you pay a bargain price for a game at a garage sale, you'll just have to live with the challenge of figuring out how to play it. By the way, each game is recorded on integrated circuit (IC) read-only memory (ROM) chips which are packaged in a cartridge, not a tape.

We have room for only a few of the hundreds of cards and letters received and we cannot reply to individual letters, but we appreciate hearing from you. Please send your tips, questions, high scores, and comments to Editor, *Atarian*, 7 Hilltop Road, Mendham, NJ 07945.

# TOP 30



## Your Favorite Games

These are the favorite games of Atarians all over the world. You can have your favorites counted too. Just send a postcard listing your top five favorite games to The Atarian, Top Games, 7 Hilltop Rd., Mendham, NJ 07945.

Here is how we rank games. Your top ranked game gets 5 points, your second ranked game gets 4 points, your third one gets 3 points, your fourth gets 2 points, and your fifth gets 1 point.

### 2600

1. Mario Bros.
2. Kangaroo
3. Solaris



4. Joust
5. Dark Chambers
6. Super Baseball
7. Pole Position
8. Donkey Kong, Jr.



9. Pac-Man Jr.
10. Galaxian

### 7800

1. Xevious
2. Desert Falcon
3. Mario Bros.



4. Choplifter
5. Karateka
6. Ballblazer
7. One on One Basketball



8. Summer Games
9. Ms. Pac-Man
10. Tower Toppler

### XE

1. Hardball



2. Rescue on Fractulus
3. Mario Bros.
4. Necromancer
5. Donkey Kong
6. Crime Buster
7. Ace of Aces
8. Crossbow



9. Lode Runner
10. Jungle Hunt

# Atarian Goes to CES



We head off for Chicago, host city for CES.



The huge summer Consumer Electronics Show (CES) attracted over 100,000 visitors.



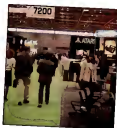
On our way, we stop to chat with Captain America, Spiderman, and Dr. Doom.



We reach the Atari booth early, before the big crowds arrive.



We pick up a badge to get into the show.



We head down the 7200 aisle to Atari's booth.



On display are Atari's game systems and computers with many new games like Defektor, Off the Wall, BMX Air Master, and Commando.



Having fun with the new 7800 light gun games.



Two players vie for top scores in *Xenophobe*.



Pam Barnard demonstrates the mega-hit of CES, Atari's new portable color game system.



Note the spectacular detail in *Impossible Mission*, one of eight games available for the portable game system.

We'll bring you all the exciting details about the portable color game system in the next issue of *Atarian*.

## Win an Atari 7800 System

**Y**ou can win an Atari 7800 Video Game System! All you have to do is find the answers to the following ten questions, write them on a postcard, and send it to us by October 31, 1989. If more than one person submits the correct answers, we will select one winner at random.

Along with the answers, on the card you should print your name, address, and age.

Some of the answers can be found in this magazine, others can be found in a good library, and some draw upon your knowledge of video games. Some are easy, some are more difficult, and some are quite elusive.

1. What is the name of Mario's brother?
2. Who was the author of the first book of computer games, *101 Basic Computer Games*?
3. How many different video games are mentioned in this issue (Sep/Oct) of *Atarian*?
4. What was the name of the first coin-op game designed by Nolan Bushnell, the founder of Atari?
5. Baiters are the worst enemy in which video game?
6. Elvin's stronghold has how many rooms?
7. What chess player made a bet in 1968 that in the next ten years no



computer would beat him at chess? (He won, by the way.)

8. Only one board game is attributed to the Maori tribes (of New Zealand). What is it?
9. In *Dark Chambers*, what do Wizards mutate into?
10. "Atari" is not an English word. From what language was it taken?

Send the card with your answers to: *Atarian* 7800 Contest, 7 Hilltop Road, Mendham, NJ 07945.



# REVIEWS

Score points by  
breaking the wall,  
smashing the worm,  
and catching mystery tokens.



## Off the

(2600)

## Wall

by Aulon

**K**nock down the wall! As Louie sets off on his grand quest of the world, he suddenly finds his way blocked by a towering wall of rainbow colored bricks. On the very top of the wall slithers a giant worm laughing at him.

Luckily, Louie has a staff with which he can deflect balls at the wall to break it away. As it breaks away, tokens are released, which, if they are caught by Louie, give him special powers. Tokens are generally helpful, but the nasty black bird is anything but, as it flies between Louie and the wall, protecting its friend, the worm.

From five types of tokens Louie can get nine different powers. "Zig Zag" makes the ball travel in a zig zag pattern which is useful for getting it past the black bird. "Nuke Ball" causes the ball to break out huge chunks of bricks while "Mega Paddle" makes Louie's staff much

larger so it is easier to hit the ball. "Magnetic Paddle" is the most powerful token, attracting the ball to Louie and allowing him to aim it anywhere on the wall. This is the best way to smash the worm, a move worth 100 bonus points.

And then there is the "Mystery Token" which can have any of four effects, three of which are good (bonus points, extra life, or stop black bird) and one of which is bad (speed up ball). The effect of any token has a limited time duration shown by a bar timer in the upper right.

*Off the Wall* has two ball speeds and three skill levels, each with four waves of play action. In a two-player game, the first player breaks away the wall until he misses the ball and loses a life. Then, the second player takes over on the same wall. Play alternates back and forth, an approach that is lots more fun than two independent games.

If you think the game sounds like a zany cross between *Breakout* and *Arkanoid*, you're not far off. Like those terrific games, *Off the Wall* has great graphics and sound effects, is easy to learn, fun to play, and highly addictive!

Harrison Hanoover





# JINKS



**S**o you think every imaginable type of game has been invented and reckon there's nothing new under the sun. Well, meet *Jinks*, a totally new and innovative concept.



*Jinks* is so different, it's difficult to describe. It's part pinball, part fantasy, part *Breakout*, and part Labyrinth (a game in which you guide a marble around a tilting maze by turning two knobs). All this plus great graphics and spiffy sound add up to heaps of fun.

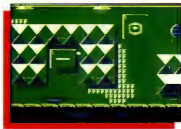
As the game begins, a ball bounces helplessly around a fantasy environment filled with every manner of shape and object. You've got to get the ball under control with—of all things—an isosceles triangle. It may sound silly, but this simple shape gives you remarkable control. Bounce the ball against the angular sides and it changes direction; against the flat base and it bounces higher. The joystick button flips the triangle around (flat side up or angular sides up).

**This zany game is part pinball,  
part fantasy, part Breakout,  
part Labyrinth and pure fun!**

For the most part, the triangle can only be maneuvered in the bottom quarter of the screen, a la *Centipede*, but, depending upon the layout of the other objects and obstacles, you may have more room—or occasionally less—for maneuvering.

By maneuvering and flipping your triangle, you must gradually move the ball from left to right through four levels of seemingly-unending mazes of objects and obstacles.

On each level, obstacles are strategically placed to hinder your progress. Diamonds reverse the direction of the ball, screws halve the size of your triangle making control that much more difficult, magnets divert the course of the ball, force fields permit passage in one direction only, and—horror of horrors—floating mouths eat your ball. Not all obstacles are bad—some give you bonus balls and others rejuvenate a shrunken triangle.



*Jinks* has four different and increasingly difficult levels. Conceptually similar, you move the ball past the obstacles on each level, racking up pinball-style points as you go, while the maze seems to have a mind of its own, one that is generally contrary to yours.

The game requires your constant attention because the ball can travel on its own—and does so without hesitation. This “free spirit” of the ball can cause the game to progress quite unpredictably, but that is part of the challenge.

After successfully completing a level, you visit the “Interlude” screen. Although a relaxing break from the maze, this screen determines your destiny—or at least the next level of play—when your ball bounces into one of the four level entrances at the top of the screen.

Innovative concept, eye-sopping graphics, funky sound, and a crazy triangle that you wish was five times larger—that's *Jinks*. And *Jinks* means pure, unadulterated fun. You're going to like this one!

Jerome Strach

## Radar Lock

(2600)



**T**wo enemy interceptors at 11 O'clock! Hit the afterburners, climb and roll—and now those suckers are in your gunsights. Lock on, give 'em a hurst, and blow 'em away.

In *Radar Lock*, one of the most intense flying games in videoland, you're locked in hot aerial combat with enemy pilots that have only one thing in mind—blowing you out of the sky. Although vastly outnumbered, you're confident that the hours you've spent in your highly maneuverable delta wing fighter will give you edge.

Your fighter is armed with three weapon systems: rapid-fire machine guns for close-in combat, radar guided missiles (for taking out the big bombers), and proximity missiles (effective for use on the bomber escorts).

In the first mission, the enemy throws a hunch of drones at you. Don't make the mistake of thinking that because they're easy to bit, the rest of the missions will be a piece of cake. No way. Interceptors first appear in Mission 2 followed closely by patrollers that like to sneak up behind you. And then there are the bombers with their waves of escorts and stealth fighters. Most dangerous of all are the super bombers which like to fire a barrage of missiles the minute you get close.

Programmed by Doug Neuhauer, the award-winning designer of *Solaris*, *Radar Lock* boasts exceptional graphics with true arcade-style playing action. Use your guns or switch to missiles in real-time dog fights as your plane tilts and rolls over the ocean. Keep an eye on your radar screen for enemy planes attacking from behind. Refuel from an aerial tanker after each mission and then fly into even tougher combat.

In two-player mode, one player flies the plane and the other controls the weapons. Cooperation is a must!

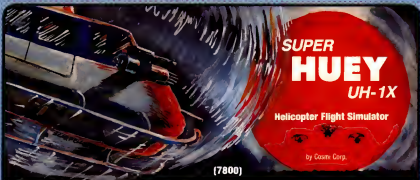
With five missions of two waves each, responsive control, and great graphics, *Radar Lock* is one of the most exciting and addictive flight games ever to come down the runway.

Steve Ryno and Brad Butler



**It will take all of your expertise along with your machine guns and guided missiles just to stay alive.**





**Y**ou have just been assigned to test pilot the military's new top secret UH-1XA combat helicopter. She's equipped with a technologically advanced control panel, streamlined cockpit, and precision weaponry. Her nickname is Super Huey and she's designed to blast the enemy into oblivion.

In this graphically stunning flight simulator, you take to the hostile helicopter-infested skies in bouts of aerial skill and speed at the trigger. But be prepared, the kid gloves are off and this is a fight to the death.

### **You're on your own in Reality Mode. No wimps allowed!**

The *Super Huey* cartridge offers Top Gunners-to-be three exciting modes of game play:

In the **Arcade mode**, you can play *Super Huey* with all the sounds and action of a real arcade game. You have an unlimited supply of shells for your air-cooled double machine guns and plenty of heat seeking missiles. Your state-of-the-art on-board computers monitor the status of your craft—compass heading to altitude.

By watching your overhead radar display, you can keep track of incoming enemy helicopters. Once they begin firing, try maneuvering out of range by abruptly changing direction and doing a nose dive. Once clear, swing back into their airspace and retaliate with an attack of missile or machine gun firepower. For guaranteed missile kills (especially when you are surrounded), wait until your on-board computer locks on to your target.

A good point to remember when playing is that the bad guys just love to shoot back. Super Huey is a tough cookie and can take a few hits here and there but eventually, when all of her instruments have been knocked out, it's all over. CRASH and BURN!

In **Flight School Mode** you learn on-the-job handling and care of the UH-1XA. There are no hostile forces for

you to worry about, so your copter is unarmed. You can bite the pavement here too, however, if you fail to follow the prompting of the training computer.

You'll learn everything from starting the engine, engaging the rear rotor, and lifting off to navigating and maintenance. The tricky part is landing; the first few times I tried it, I found myself wishing for a parachute or eject button.

The third mode, **Reality Mode**, is, in a word, dangerous. This time you have to use all the skills you learned in flight school and your warrior instinct to carry out a hazardous mission into unfriendly skies. There is no computer prompting at all. You have to start her and get her airborne in perfect sequence all by your lonesome.



Your mission is to fly Super Huey into combat against a formidable enemy force and to bomb their home base. The problem is that they change their area of operations frequently, so what looks like a safe route to their base one minute is an aerial nightmare the next. You have to down enemy copters quickly, because more bogies constantly join in, trying to ruin a perfectly good day.

You have your orders. The wild blue yonder (and I mean wild) awaits! No wimps allowed!

*Dwayne Ferguson*

(7800, XE)

# ACE OF ACES®

by Accolade

In *Ace of Aces*, you don helmet and gloves, climb into your twin-engined DeHavilland Mosquito fighter/bomber, and fly into the battle-scarred skies of World War II. Your missions include destroying German V1 buzz bombs, troop trains, and U-boats while fighting off ME109 and JU88 aircraft.

Your joystick gives you precision control of your plane and weapons systems, and also allows you to switch screens between the cockpit, right and left engine rooms, navigational map, and bomb bay (you can also use the XE keyboard to switch screens).

## Do you have what it takes to be an Ace of Aces?

The game is divided into two sections: Practice and Missions. Inexperienced pilots can practice each of the three combat modes: dog fights, bombing U-boats, and bombing trains. When you've mastered your basic flying and target shooting skills, you're ready for an actual mission.



After choosing a target and loading with ordnance, you'll want to carefully study the navigational and weather data collected by Allied intelligence agents, resistance groups and aerial reconnaissance. This information is often the difference between life and death.

As you fly, you'll have to keep track of your weapons inventory, engine status, navigation, and radar. Your view is from the cockpit from where you fly and navigate using nine instruments to keep track of altitude, speed and direction. Of course, you must always keep an eye on the window for attacking enemy aircraft.

From the two engine rooms you control the engine speed, trim, flaps, landing gear, and your fire extin-



guishers while maintaining a constant check on your ever dwindling fuel supply.

The navigational screen displays a map of southeast England and northwestern Europe, showing the position of your aircraft, your targets, weather conditions, and major landmarks.

If you are on a bombing mission, or if you want to switch ordnance between cannon and rockets, you will need to access the bomb bay screen. Through the open bomb bay doors, you sight in on U-boats and trains. From the bomb bay, you can also drop empty fuel tanks to increase your air speed if necessary.



At the end of your mission—whether you make it home or not—you are scored for each target destroyed, with a bonus for unused ammunition.

Far from being your average "shoot-em-up," this truly challenging game requires skill, dexterity, timing and intelligence to attain the rank of "Ace of Aces."

Bruce Coleman

(XE)

# GATO™

by Spectrum HoloByte

**I**t's 1943 and you're deep in Pacific waters, commanding a Gato-class attack sub. A coded message comes in that an enemy destroyer has been spotted off the shoals of a nearby island. You head for the island under diesel power, switching to battery power as you dive below. Cruising slower, you check your radar and see the blip moving closer. You're on target. "Fire One," you order. "Fire Two!"

On a Gato patrol, your objective is to complete as many missions as possible before returning to your sub tender for fuel, repair, weapons, or supplies. Missions include infiltrating enemy regions, intercepting and destroying enemy craft, cutting off enemy supply lines, and rescuing and resupplying Allied forces.

The game has nine screens which you'll use to operate your sub, check your position, intercept and fire on

enemy ships, and assess damage to your vessel. The Patrol Area Chart, for example, shows 20 quadrants showing the position of islands, enemy ships (up to Level 3 only), and your own sub. The Quadrant Chart gives a detailed view of the immediate surrounding area showing shoals and reefs to avoid.

As captain, you have many things to keep you busy—controlling oxygen, battery and fuel levels; speed and direction; and weapon supply—as well as maneuvering the sub. Indeed, there are so many things to control that you must use the keyboard along with the joystick.

Action-wise, *Gato* is not a particularly "fast" game, but its ten skill levels, day and night patrols, and the necessity for detailed planning and strategy, provide plenty of challenge and will keep you occupied for many enjoyable hours.

Paul Pitman



Troop Carrier



Tanker



Patrol Boat



Freighter



Envelope commemorates laying the keel of the USS Gato on October 5, 1940.



Gato-Class Submarine



Subtender



Destroyer

## AIRBALL

(XE)

by Softworks Factory

Combining arcade and maze-game elements with an alien, but self-consistent physics, *Airball* is a game that challenges the hand and eye without ignoring the intellect. The plot—as in all really good games—is simple: transformed into a balloon by an evil wizard, you are obliged to search his mansion for the book of spells that will change you back to human shape.

Luckily, your *Airball* shape is nimble; it's also terribly vulnerable to the sharp objects scattered everywhere in its path: spears, stalagmites, and icicles, to name but a few. To complicate matters, the ball also has a slow leak, forcing you to make periodic use of air pumps spread infrequently through the maze. Yet even re-inflation is risky—take on too much air and you'll burst. Objects scattered through the mansion's 150 rooms—flashlights, crates, jewels, gold bricks, etc.—can help you in your quest, or add to your point score.

Simple, yet this game contains enough sheer detail to challenge even the most jaded maze-mapper and enough high-pressure (so to speak) action to keep the arcade ace's nerves tuned to fever pitch. There's only one, safe route through the obstacles in most of the more substantial rooms, and it can take precious time (spent at the expense of air) and long practice (spent at the expense of lives) to find it. Certain of the rooms can be traversed in only one direction, committing you to move forward through the maze instead of retreating to the security of an air-pump or other "breathing space."

Some rooms can only be negotiated with the help of flashlights, crates, or other "helping objects," only one



of which can be carried at a time. Accumulating a store of these objects and shuttling them, one by one, to where they can be used adds another element of challenge to the game.

**Your air supply lasts only long enough to traverse 10 or 12 rooms.**

*Airball's* major challenge and fascination, however, lies in its singular physics and in how this is graphically represented. Rooms are shown as though you are looking down from an upper corner. The direction of the ball is controlled by moving the joystick up, down, left, and right; these movements are translated by 45 degrees into the maze plane. This combination of control and perspective adds immeasurably to a sense of depth, realism (or surrealism), and challenge—especially when the ball is partially hidden as it passes behind or between objects.

Obstacles pose yet another challenge. Floor-level obstacles (prickly tiles) will destroy you if you try to roll across them; eye-level obstacles (spiked balls and other ornaments) if you bump into them; and higher obstacles (stalagmites, nests of vertically-mounted spears, etc.) will merely impede your progress unless you hop onto or over them.

Simple concept—unique perspective—addictive challenge. It's no wonder that in the original Atari ST version, *Airball* was one of the big gaming hits of 1988, a success sure to be repeated on the XE.

John Jainschigg





# Tank Command

beat of battle it is all too easy to forget this vital step!

Since your view of the battlefield is from an aerial command post, incoming bombs appear quite large at first, getting smaller as they drop to the ground. If you expect to survive for long, you must learn to gauge when a bomb will hit and get your tank out of its way fast.

You start with five tanks but can earn additional ones at various point levels. You must successfully penetrate several different fortified areas of varying levels of difficulty to achieve your primary target. You'll need careful planning, quick reactions, and accurate aim to succeed in this challenging game. *Wayne Wharton*

**T**he final offensive is on and it's a maximum effort. As commander of an elite tank division equipped with the latest XT-87 heavy tanks, you are to lead the spearhead through the enemy's heaviest fortified section and drive through to their capital. But the enemy knows you are coming and is waiting for you with everything they have.

The terrain is covered with anti-tank pillboxes, heavy artillery, and tank traps. In addition, they have trained suicide squads waiting in ambush, their members equipped with LAWs (Lightweight Antitank Weapon). And then there are the surprise air attacks...

The joystick controls your tank more or less as you'd expect. The tank follows joystick movement right and left while pushing it forward and back speeds and slows your vehicle. The fire button fires a round from your gun. Be careful not to get too close to a target or your gun will lob the projectile right over the target. You can adjust the distance a projectile will travel, but in the



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*Go out into that concrete jungle today, and bring them back alive!*

# Touchdown Football

(7800)

**Fourth and one on the 35. Do you go for it, punt, or try for a long field goal?**

**F**ootball fanatics, you're not going to believe your eyes when you pop in this cartridge. The spectacular title screen, realistic referee's coin toss, and comprehensive scoreboard at the top of the playing screen are your first clues that this game is special. Then when you start to play, you realize that this game is going to be a mega-hit.

You have a wide choice of plays from which to select—nine on offense and another nine on defense. In addition, when you're on offense, you choose a pass pattern for each of your receivers and a blocking direction for your blockers. And if you don't like the look of things when you reach the line of scrimmage, you can call an audible. The game is designed so that whether you're playing against a friend or the 7800, your opponent can't tell what play you have picked.

Your view of the field is from over the stadium, as though you're in the Goodyear blimp with a powerful telephoto lens. Each team has six players, all of whom have independent motion. On a pass play, for example, some of the players block while others try to get in the clear. When the quarterback throws the pass you'll notice its shadow on the ground, a realistic effect that

turns out to be very helpful for placing your running back in just the right spot for the reception.

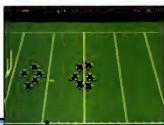
On each pass play you have two receivers. As quarterback you try to hit the one who looks like he'll be open. As soon as you throw the ball, your control passes to the receiver and you've got to try and position him under the ball. As though that isn't enough, you've got to contend with the defense your opponent is throwing at you, be it zone defense, prevent right or left, or blitz.

When a ball carrier is tackled, he is not only flattened to the ground, but the rest of the defense piles right on top. **CRUNCH!**

*Touchdown Football* has several penalty options. For example, you can have a 30-second clock which penalizes teams that take too long to select a play. On defense, you can be called for offsides.

Okay fans, the scoreboard reads fourth down and one on the 35-yard line. The coach says it's your decision. Do you go for it? Try for a long field goal? Or punt? *Touchdown Football*: it's everything you ever dreamed about in a football simulation—gut-wrenching realism, superb playability, and spectacular graphics. Gatorade not included.

Jerome Strach





# Glacier Patrol (2600)

by Telegames

**Defend the Arctic against an alien iceblock invasion.**

You are Mountie Mac defending the Arctic Circle from invasion by aliens from Aquafreeze. Armed with a laser heat gun, you must zap ice blocks being parachuted to earth by the alien spacecraft. The faster you blast each block, the more points you get. If an ice block lands, it joins the others to form a wall to block the earth from the warming rays of the sun.

With its somewhat primitive graphics and animation, *Glacier Patrol* seemed easy at first and I wondered, "where's the challenge?" I didn't wonder long because as more and more ice blocks reach the ground, Mountie Mac's reaction time is slowed as he is cut off from the warmth of the sun. You can almost feel the gnawing cold making him sluggish under the weight of his heavy parka, boots, and gloves.

And then there are those darn runaway snowballs the size of Refrigerator Perry. Get hit by one of these babies, and you're out of commission for a while—long enough for the aliens to drop another block or two. Oh, yes, you can jump over the snowballs if you remember



to push the joystick down, and not up as intuition would tell you.

Two-player variations include one in which players alternately take turns shooting for an equal amount of time and another in which one player controls Mountie Mac and the other controls the alien ship. There are also variations without snowballs and all six variations have both novice and pro levels of difficulty.

The dawn appears every 10,000 points which melts the ice wall. Can you hold out until the sun comes up?

*Brad Butler*

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# DARK CHAMBERS

(2600, 7800, XE)

by David H. Ahl

**M**ax your points or live a long life. That's the first thing you must decide when you settle in to a game of *Dark Chambers*, because it's tough to do both. Most of the high scoring treasures (chalices and amulets) are guarded by small battalions of ghouls and spawners and even though you can score points by shooting some of them, you're almost sure to lose valuable energy when you retrieve a treasure.

No matter which objective you decide upon, here are some tips to help you outlast the ghouls and bring home the treasure.

First and foremost: Remember that you have only one life in this game. When you are out of energy, you die and the game is over. Thus, when your energy is running low, avoid the ghouls, forget about the treasures, and concentrate on finding food and potions.

Get the weapons on the early levels when your energy level is high.

Diagram symbols    x Starting point  
■ Ladder    ● Bomb    ➤ Key



Level B. Don't linger here.

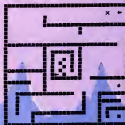
You can only carry one of each weapon (gun, dagger, shield), so don't go after a weapon you already have. On the other hand, if it is convenient, you can shoot a duplicate weapon for 1000 bonus points.

Try to maintain your strength at close to the maximum level by picking up potions and food whenever you can. Don't wait until your energy is dangerously low before searching for food because you may not find some in time.

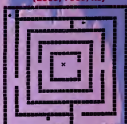
Collect all the bombs you can find on all levels, especially the lower ones. Save as many bombs as possible to help you get by particularly nasty situations. You'll almost certainly need a bomb at the start of Level U when you find yourself surrounded by ghouls. You'll also need bombs on both Levels V and W to reach the ladders to the next levels. And on Level Y, you'll need three or four bombs.

Poison containers look something like bombs but have a totally different effect. If you want to see tomorrow, learn to recognize the difference!

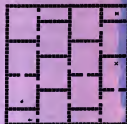
No two games are exactly the same. Bombs and food are always



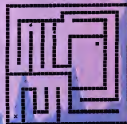
Level C. You can get an extra key and a bomb here.



Level D. There is often a weapon in the long outside passage. Don't miss the bomb in the northwest corner too.



Level E. Get the key and make tracks.



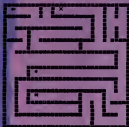
Level F. Some food at the start here. The path around the outside is easier and it nets you a bomb.

located in the same place, but treasures, spawners, and weapons are located interchangeably.

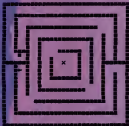
Levels Q, R, S, and T have the same layout as earlier levels, but key

objects are located in different places. Level Q will usually be the same as A, B, or C; R will correspond to F, G, or H; and so on.

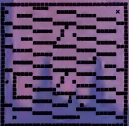
We've printed the layout of some of the levels on these two pages. But to preserve the challenge and fun of the game, we have shown only the starting and ending points and a few of the bomb locations. However, if you wish, you can note the location of other objects on these diagrams.



*Level G.* Pick up the bomb in the horizontal corridor about half way down and then go all the way around the outside for the key.



*Level H.* Get the key and make tracks for the ladder; the rest isn't worth the time and energy.



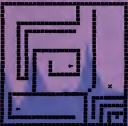
*Level I.* Not much of interest here. Zig zag down the east (right) side and head for Level J.



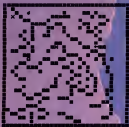
*Level J.* A complicated maze with lots of lurking ghoul. Study the diagram and map out a path to the key and then on to the door.



*Level K.* As on Level J and several higher levels, learning to shoot on the diagonal will help you greatly.



*Level M.* You'll have to get both keys to get to the ladder.



*Level Q.* Lots of backtracking here



*Level U.* Watch the deadends and lurking ghoul.



*Level X.* The maze on the right often has a chance at the end.

# XEVIOUS

## Battle Strategy

Can you keep Earth  
free and safe  
for democracy?

(7800)

by Dwayne J. Ferguson

**E**arth, the final frontier? That's what the original inhabitants of earth, the Xevions, believe. To them, we are the aliens who are trespassing on their planet. Gear up for battle, because these ruthless invaders want their world back and are prepared to fight to the death with a broad array of lethal ground and air weapons.

Our puny weapons offer no defense. Earth's only hope is our powerful new Solvalou Fighter. Its pilot has only one mission: Penetrate the enemy ranks and destroy the Xevious Mother Ship.

The mission is dangerous. Success is not guaranteed. Do we have a volunteer?



A bomb placed between bases can knock out two or four at a time.

### Your Weapons

As pilot, you have five Solvalou fighter jets armed with Anti-Air Enemy Zappers and Anti-Ground Enemy Blasters. The front of your ship sports a floating target sight which turns red when it detects hidden underground citadels and stationary land bases. At certain times you can earn extra ships and points by raising hidden white flags (more on this later), but that's about the only good news...

### Xevion Weaponry

Armored Grobda Tanks, Zolbak Detector Domes, and Derota Defense Stations are just some of the missile firing land forces. While in the air you face Toroid Fleet Ships, Kapi Deflectors, Zoshi Death Squads, and much more. Finally, if, with skill and luck, you manage to survive the Xevious onslaught, you must confront the big mama of them all, the colossal Andor Genesis Mother Ship.

### Battle Strategy

The first and the last thing you may ever hear is the good luck song played by a military band as you lift off into the scrolling sun-lit skies. All looks clear at first until you spot what look like spinning donuts on your view screen. "Harmless enough," you think to yourself, and then BAM! And a sudden, you find yourself in a barrage of heavy fire as scores of the whirling Toroid Fleet Ships attack. Fire quickly, for these agile adversaries disappear as quickly as they fly into view, and once out of range, they are impossible to hit.

After clearing the sky of the first wave of Xevious fighters (a task that takes about two seconds), aim your blaster sight over any visible land-based targets, including Zolbak Detector Domes and Barra Energy Stations. The moment the sight



Watch out for tanks that change direction as you're about to close in.

turns red, unload a few laser bombs. You can take out two or four hases with one bomb by aiming between domes rather than bombing each one individually. By the way, these hases don't cease fire until they are utterly destroyed.

Suddenly you notice hails of light zip-

post on the right side of the Solvalou as Torkan Scout Ships and Zoshi Death Squads prepare to do battle. Death Squads never fire but have a nasty habit of ramming your Solvalou fighter by changing direction when you least expect it.

As you maneuver the Solvalou over the hases you've destroyed, keep an eye open for clear ground and bodies of water, which may conceal the white flags that lead to extra ships. Aim your sight at as many areas as possible while firing heavily to find one or more of the flags hidden throughout the landscape. Once you uncover a flag, fly over it and welcome an extra ship to your back forces.

## Tanks and Energy Blasts

Meanwhile, down below, an armor-plated Grobda Tank catches your eye as it launches missiles at you. Stopping one of these babies while holding incoming aircraft at bay is not easy. Your best bet is to bomb the ground directly in front of the Grobda. This action intercepts the enemy vehicle with a fireball and leaves a gaping hole where the tank used to be.

Now the Xevions are getting nervous. A scout ship reports that you are getting too close, so they order a barrage of molecularly unstable Giddo Spario Energy Blasts.

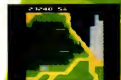


Arrow shows where to drop a bomb in front of a tank.

Watch out; these blasts can destroy you in two ways. While they are in their shiny black state, they act as air mines. Seconds later they turn into white, heat seeking sidewinders and head right for your ship.

Try to shoot them while they are still in the metallic form (black), because once transformed into pure energy (white), they cannot be destroyed.

Just when you think you've seen it all, gigantic, revolving walls enter your air space. These metal objects are invulnerable, so don't waste time shooting at them. Only careful piloting through the maze and precision bombing of land stations will get you through. After you destroy the Barra Energy Station (the pyramid near the end of the metal maze), keep your sight to the left of the screen. There is usually an underground citadel below.



You can't destroy these revolving walls. Think of them as a maze to maneuver between.

## Defeating the Mother Ship

The next obstacle you face is a new onslaught of Giddo Spario Energy Blasts. Frantically, you unleash

wave upon wave of Zapper firepower... and then you see HER, the mammoth Andor Genesis Mother Ship! You can't believe your eyes; she dwarfs your ship in both size and weaponry. As you approach, her four platinum cannons swing around, launching a barrage of missiles at you as you try to ward off Giddo Blasts.

Under each cannon bay of the Mother Ship is a nuclear engine, and in the center, the main reactor. You can disable her by firing at each cannon individually, but a more effective, if riskier way is to charge the central core.

Timing it perfectly, you wait until the last Giddo Blast vanishes and boldly fly right over her hull. She detects you there and continues the missile barrage. You dart in, drop your payload, and wait for the fireworks... BOOM! A direct hit, and the first Mother Ship is destroyed!



One well-placed shot to the central reactor can knock out a Mother Ship.

Congratulations... but don't get overconfident; those enemy forces keep coming, and there is always a new mother ship lurking ahead!

Note: Since no two games of Xevious are exactly the same, the events described here may occur in a different order.



Maze of walls before the second Mother Ship.

by Lucasfilm Games

## Rescue on Fractulus!

(XE)

by Steve Pejic

In *Rescue on Fractulus*, a life and death situation is raging on Fractulus, the most inhospitable planet this side of the Kalamar system. Scores of our pilots have been shot down by the Jaggies and, as an EthernCorp pilot, your job is to go to their rescue.

The Jaggies have extensive defenses—gun emplacements, suicidal saucers, the works. To counter this, your Valkyrie Fighter is fitted with an Anti-Matter Bubble Torpedo, a powerful Dirac Mirror Shield, and a computer-enhanced navigation system.

You pilot your craft from a first-person perspective. Be sure to familiarize yourself with your controls and instruments on Levels 1 to 3 before you try the more difficult levels. The energy, altitude, long-range, and lock-on displays are especially important. Also, most instruments have some sound associated with them; learning to recognize these sounds quickly will help

you keep track of Jaggies and pilots while not breaking your concentration on the terrain.

On each level are a certain number of downed pilots which you must pick up. Although you can return to your mother ship before your pilot quota is reached, do not do so unless you are very low on energy.

### How many downed pilots can you rescue?

When picking up a pilot, try to maneuver your ship so the downed plane is visible. Turn off your engines and shield and *do not* turn them back on until the pilot is safely inside and the airlock door is closed.

Jaggies try to disguise themselves as our pilots, except they have green helmets. If you see one or if an ugly alien pops up in front of your craft, turn on the juice and fry him with your shield.

Even if the pilot has a white helmet, wait until he knocks; only legit

pilots do this. It is *not* a good idea to let aliens board your craft, as they tend to trash the unprotected systems of your ship. If you are unfortunate enough to let a Jaggie aboard, and if your mother ship is in range, firing your boosters will wipe out the alien.

If you pay close attention to the mountains and gun emplacements, you will notice that you are flying around the entire planet. Thus, a useful strategy—especially at higher levels—is to continue in one direction and clear an enemy-free strip. You can then rescue the pilots in this strip and go on to another strip until you have completed your mission.

Some other hints:

- It is easier to hit Jaggie gun turrets by keeping your speed low.
- You'll get better response by using the keyboard to control your craft rather than the console buttons.
- Keep nighttime flying to a minimum. Your altitude and wing clearance instruments are not accurate enough to prevent you from crashing into the sides of mountains.

That's it. Suit up and hit the skies.



With five enemy lock on lights illuminated, it's time for evasive maneuvers.



Time to shut down the engines and shields to rescue this guy.

(2600)

# RIVER RAID

by Activision

## Plan of Operation

by Owen Linzmayer

**R**iver Raid by Activision has been around since 1982 and is one of the all-time great games for the Atari 2600. A sequel, *River Raid II*, came out in 1988, but our strategy tips are for the original classic version.

Fire your missiles conservatively. Since you can have only one missile in the air at a time, aim carefully and fire only when a target is in sight. Waiting for a stray missile to disappear costs precious time.

Don't hold down the fire button; instead, squeeze off single shots by lightly tapping it. Most situations call for a single shot, for example when you want to destroy a helicopter but not the fuel tank behind it.

When you spot a stationary enemy craft waiting in a cove up river, coax him into the open by immediately speeding up. Then slow down by pulling straight back on the stick so you can aim and shoot.

Remember, your mission is to destroy as much as possible. If you set a slow pace as you fly up the river, you will have time to shoot at nearly every target. Smart pilots fly slowly—it reduces the chance of accidents and increases the number of shots you can fire. Of course, as you get further down river, you'll have to fly faster to get to the next fuel tank before you run dry.

At times, the river is split by a large central island. Judging from the elements at the start of the channels around the island, you must quickly decide whether to go to the right or left. If you are low on fuel, choose the path that looks as if it offers little resistance; these usually have a fuel tank or two. On the other hand, if you have plenty of fuel, go for the route with the most targets.



The slower you pass over a fuel tank, the more fuel is transferred to your jet. If you pass over an entire tank at minimum velocity, you pick up half a tank of fuel. To max your point score, fire a missile just as you reach the end of a fuel tank; that way you'll not only get the fuel but 80 points as well for blowing up the tank.

When your low fuel buzzer sounds, ignore the enemy and make a dash up river to find the next fuel tank. The rate of fuel consumption is not proportional to speed, so don't worry about using more fuel when you speed up. When you spot a tank, slow down to receive the maximum amount of fuel. These mad sprints for fuel can be avoided if you top off your tank at every convenient opportunity.

**For top scores, aim carefully and top off your fuel often.**

As soon as a bridge comes into view, move to the center of the river and fire at it. Bridges have the highest point value (500) and destroying them should be your first priority.

Jet fighters are the most evasive of all the enemy craft. Two jets fly close together, separated by a short interval. The best method of shooting one is to reduce the distance between the two of you. When it is in range, fire away. If you miss, speed up so the next jet on the same flight pattern will fly harmlessly below you instead of into your blind side.

When you get wiped out, jot down a few notes about that river section while it is fresh in your mind. These flight aids can be very helpful getting you through the next time. May your aim be true, your trigger finger quick, and your fuel supply plentiful.

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10 years ago...

## The Great Autumn of 1979...

- The top ten coin-ops:
  1. Space Invaders (Midway)
  2. Football (Atari)
  3. Sprint II (Atari)
  4. Space Wars (Cinematronics)
  5. Starfire (Exidy)
  6. Head On (Gremlin)
  7. Basketball (Atari)
  8. Star Hawk (Cinematronics)
  9. Breakout (Atari)
  10. Sea Wolf II (Midway)
- Britain ends production of the MG sports car.
- Atari introduces the coin-op game, *Lunar Lander*, billed as the first in a "new generation" of video games. With its Quadrascan display system, the picture has finer detail, greater resolution, and smoother movement than other games. The game, a copy of Digital Equipment Corp's PDP-11 computer game of the same name, was not a big success in the arcades.



• Japan goes crazy over *Space Invaders*. With 250,000 machines in operation and another quarter million on order, some operators open entire *Space Invaders* arcades. One nine-year-old girl steals 300,000 yen from her parents and travels several hundred miles to Okinawa to indulge her passion for the game. (A game play costs 100 yen—about 50 cents.)

- The Pittsburgh Pirates take the World Series in five games over the Baltimore Orioles.
- A dozen eggs costs 80 cents.
- More than one-half of the population of the earth now lives in Asia.



- The average American adult watches TV 17 hours every week and the average child spends 57 hours per week in front of the tube.
- Tournament Soccer holds the first million-dollar football tour in 34 cities throughout the U.S. and Europe.



- Pope John Paul II speaks at the U.N., says mass to 80,000 at Yankee Stadium, and becomes the first pope to be received at the White House.
- After many years of diplomacy and negotiation, Atari video games are allowed in Greece. Until this time, all coin-op video and pinball games had been banned in the country.



- Lou Brock of the St. Louis Cardinals bids farewell to baseball by stealing his 938th base, a major-league record.





# PREVIEWS

Check out these hot new titles. Here is a peek at just some of the great new games that have either arrived or will be coming soon to a store near you. Over 50 great games for Atari systems are scheduled for release in 1989. Look for them!

## Deflektor (XE)



For a break from sports and aliens, *Deflektor* is a unique and imaginative game in which you control a system of reflectors, refractors, polarizers and absorbers to coax a single laser beam from its source to a receiver. Use the laser to destroy "cells" that block the beam. Watch for mischievous gremlins and don't let the laser get overheated. *Deflektor* has over 60 fascinating and challenging levels that will keep you coming back for more.

## Sentinel (2600, 7800)

In this bizarre turnabout, you are the alien trying to invade planets colonized by humans. As a glowing energy sphere, you can shoot (with a light gun or joystick) at human defenses such as ground-based cannons and flying saucers. When you hit a target, you absorb human ener-



gy and become stronger. Four scrolling playfields and plenty of action make *Sentinel* an exciting new gun game.

## Fatal Run

(2600, 7800)



In this hyperdriving adventure, you race from city to city with vital supplies for the last of Earth's inhabitants after a slight cosmic accident. On the way, you have to pick up launch codes for the final escape rocket as you shoot, blast, and drive your way past scores of mutants who are trying to stop you. Prepare for non-stop action as you keep your pedal to the metal.

## Ninja Golf (7800, XE)

As a Ninja in this wild arcade-action-sports game, you must eliminate a crazy cast of martial arts masters on the way to the 18th hole.

Battle with snakes, killer gophers, evil birds, and blood-thirsty red Ninjas on the fairway, in sand traps, and in the rough. On the green is the greatest challenge—a fire-breathing dragon—standing between you and the cup.



## Planet Smashers

(7800)

With a massive and diverse force of well-equipped fighters and cargo vessels, the Zenni war machine has set its sights on Earth. In an experimental TYU-19 spacecraft, you spearhead Earth's defenses against these ruthless aliens. Hold out long enough and Allied cargo vessels will deliver more advanced weapons, shields, and power units. Find the right codes and you can warp to higher levels of interstellar adventure.





# TIPS & TRICKS

## Mario Bros. (7800)

In Phase 6 when the Fighterflies appear, if you not in a position to bump them, then you should use the POW button to bump them when they are coming off a level.

Tarik Hognath  
Los Angeles, CA



On the lower levels, always start on the third floor. When you reach the Sidesteppers, for safety stay on the second floor or POW ledge. Conserve the POW for times when you really need it.

Jeremy Wilburne  
Elverta, CA

## Pole Position (7800)

I always used to crash into the inconveniently placed hillboard on the fourth turn of the Fuji Speedway. Not any more! You can bypass this obstacle by cutting your speed 50% and staying in the left lane.

Jerry Faust  
San Antonio, TX



## Battlezone (2600)



When things really get cookin' and two tanks are on opposite sides of you, stay put until you hear one of the tanks fire, then throw her in reverse. You'll see the missile go past and destroy the other tank. You can then destroy the other tank before a new one can lock on and fire at you.

Richard Toy  
Fremont, OH

## Jr. Pac-Man (2600)

On higher levels, don't try to eat the ghosts. They regenerate very quickly and almost certainly will destroy you.

Rob Armitage  
Los Altos, CA

## RealSports Boxing (2600)

The quickest way to win is to use a rapid fire module. You can easily knock out your opponents with little effort. These modules are very useful for other games too. (Ed. note: Discwasher and several other companies used to make rapid fire modules which connect between the joystick cable and 2600. You can sometimes find these today at electronic flea markets and swap meets.)

Tips Editor

## Desert Falcon (Atari)

When you have obtained the Invincible power, save it until you get to a Howling Sphinx. Use it to defeat the Sphinx. Then go inside the Sphinx to get your scattered treasure. If time runs out before your Invincible power runs out, you will have Invincible again on the next stage.

Josh Matthews  
Albemarle, NC



You can build your treasure base value by holding off shooting the Sphinx when you reach it. Instead, destroy all the various creatures the Sphinx throws at you and then go for the Sphinx itself.

Vic George  
Westfield, MA

## One on One (7800)

When playing against the computer controlled Larry Bird, you can often score by turning your back and holding against him. While holding, move to the right, then to the left where you can get under the basket and shoot.

Mark Schneider  
Franklin Park, IL



## Solaris

(2600)

When you run into those vicious Cobra ships, stay still and fire upward continuously. The Cobra ships will get confused and ram your ship. However, watch out for the flagship.

When flying through the minefield, you'll go further if you fire continuously while flying straight up with an occasional turn to the side.



When conquering a planet, ignore the aliens and go straight for the humans. You may not get as many points, but you'll gain lives more quickly.

Johnny Powell  
Cleveland, IN

## Karateka

(7800, XE)

Right after you enter the temple, you must kill a guard and then walk, not run. When the falcon attacks, you can then take him out with a high kick or high punch.

Charles Goosman  
APO, NY



The key to success when battling the guards is to run whenever you get the chance. That way, you cover more ground and don't have to battle as many guards. But be very careful, because in the running stance you are completely defenseless; one well-placed blow will end the game.

Jerome Strach  
Sunnyvale, CA

## Tower Toppler

(7800)

You can get an infinite number of lives by allowing Pogo to fall into the water on your last life. As soon as the bubbles disappear, activate the level select by moving the Player 2 difficulty switch left. Move the switch right when you reach the level you want. The life counter will have no marks on it. Let Pogo die once before attempting the tower and you will then have an infinite number of lives.

Leigh Knowlton  
Conway, MA

## Galaga

(7800)



Don't give up the captured ship if you shoot its captor while in formation. Unlike the arcade version, the captive won't turn hostile on you. Let it disappear off the screen, being careful not to shoot or collide with it. When the next stage begins, hold your fire when the flagships and last group of drones come swirling in. The captured ship will reappear and latch onto another captor giving you another chance to liberate your stolen ship and double your firepower.

Vic George  
Westfield, MA

## Centipede

(2600)

In the regular or beginner level, you can just stay in one spot and clear a straight line through the mushrooms so the centipede can wriggle through. Then just fire away, moving up and down to avoid the spider.

Dylan Johnson  
Fruitland, NM

## Joust

(7800, XE)

At the start of each level, always get to the top of the screen; it's the best and safest place. Practice skidding techniques for better landings in limited space. Always get the eggs. To impress your friends, practice bouncing off the ledges geometrically for better kills.

Jeremy Wilburne  
Elverta, CA



Most people know that Perry can be killed by stabbing him in the mouth. However, a more difficult—but more fun—method of destroying him is to fly in from behind and spear him between the tail and wing.

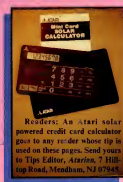
Steve Pejic  
Redwood City, CA

## Fight Night

(7800)

In the Main Event, you can stop other boxers from landing super punches by pelting them with body blows as they attempt a super punch.

Rob Armitage  
Los Altos, CA



Readers: An Atari solar powered credit card calculator goes to any reader whose tip is used on these pages. Send yours to Tips Editor, Atari, 7 Hill-top Road, Mendham, NJ 07945.



# CLASSICS

(7800, XE)

## DONKEY KONG



**Y**ou'll be playing this one for months! *Donkey Kong* is based on the classic arcade hit and is accurate down to the last detail. The 7800 and XE versions include all four of the coin-op screens—ramps, rivets, and conveyor belts—all of which must be completed before Mario can rescue his beloved girlfriend. And when Mario completes the final scene, the steel beams disappear and Kong falls to the earth exactly as he does in the arcade version.

Moreover, the home version actually pulls ahead of its arcade counterpart in player control. The joystick gives you the most intuitive and responsive control found on any game; in fact, it is so good that it might take you a while to become accustomed to the subtle feel of the joystick.

You might think that any game with only four screens would become old hat after a few hours of play, but with *Donkey Kong* those first few hours only whet your appetite for more. Actually, it might be more accurate to think of those four screens as four separate and very addictive games; hardly a limitation.



What gives each of these screens such a vivid personality is that all of the obstacles—rolling barrels, fire-foxes, mad elevator springs, and the concrete sand containers that look like pie pans—have very smooth and distinctive ways of moving. So multiple assessments and strategies must be considered with every changing screen and level. In general it is not possible to use a rigorous preplanned pattern successfully as the patterns of each scenario are too varied.

Getting into the game is easy. The beginning pace is fairly conservative so you won't be overwhelmed—or frustrated—by the complexities that begin to crop up as you become more proficient. For intermediate or advanced players, there are five user-selectable starting levels and, if you want to challenge a friend, a two-player option is available.

In my opinion, *Donkey Kong* is a must for your 7800 or XE library. It is certainly one of the best and most enduring games to be found.

Jeff Binder

### Monkey business on the monkey bars.

*Editor's note: Donkey Kong for the 2600 is similar to the versions described above, except that it includes only the first two screens: ramps and rivets. When you eliminate every rivet on the rivet screen, you return to the ramp screen at a more difficult level. This continues indefinitely until you run out of Marlos.*



# Millipede

(2600, 7800, XE)

**A**n army of menacing millipedes—cousins of the famed Centipede—has invaded your garden patch, and you must shoot darts at them to rid your plot of these pesky Diplopods. But wait! The millipedes aren't the only villainous insects you have to destroy. Jumping spiders, buzzing bees, bouncing beetles, mosquitoes, dragonflies, inchworms, and earwigs all have unique and deadly powers of their own. Initially, mushrooms are scattered about your garden patch.

In this home version of the arcade hit, you use a standard joystick controller (or optionally, in the XE version, a Trak-Ball controller) to move around the bottom quarter of the screen. Millipedes attack from the top of the screen, marching back and forth across your patch until they reach the bottom. When a millipede touches a mushroom, it reverses its horizontal path across the screen. You get 100 points for shooting the head of a millipede and 10 points for each body section you hit.

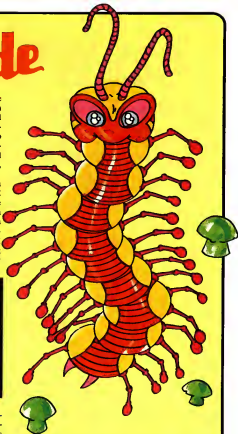


Jumping spiders enter from either side near the bottom. The number of points you earn for hitting a spider—300, 600, 900, or 1200—depends on how close it is when you shoot it.

Beetles, worth 300 points, crawl in when you least expect them. They hug the ground, so you have to let them scuttle by and wait until they head for the top of the patch before zapping them.

Swarming insects—mosquitoes, bees, and dragonflies—can cause big trouble if you are not alert. Each has a distinctive sound and pattern, and all can generally be best attacked from the bottom center of the screen—as long as you avoid those pesky spiders.

A video gardener's best friend is his DDT bomb. Pierce it, and you earn an automatic 800 points. Better yet, if you explode it at the right time, the vapor will wipe out any bug it touches and triple the number of points you would normally earn for zapping that bug.



**You've got to blast fast to get rid of those pesky pests.**

The number of points you score in a game determines the level at which you can start the next game. If you score 85,000, for example, you can start your next game at the 70,000-point level. You get a new blaster at 10,000- to 15,000-point increments, and if your hug blasting is fast and accurate, you can score up in the professional horticulturist range of 300,000 points or more.

*Vicki Vorhees*



# GAMES CHECKLIST

## Part 2 — Games of Other Manufacturers

Use this handy checklist to keep track of the games you have and those you want to get. If a block is colored in, that means the game is available. Slip the list to your mom or dad before your birthday or other special occasion to make their shopping job much easier.

	2600	7800	XE		2600	7800	XE		2600	7800	XE
<b>Distributed by Telegames</b>				<b>By Absolute Entertainment</b>				<b>Distributed by Activision</b>			
Adventures on GX-12				F-18 Hornet				Chopper Command			
Air Raiders				Kung-Fu Master				Commando			
Armor Ambush				Pete Rose Baseball		(4)		Double Dragon		(4)	
Astroblast				Skateboardin'				Freeway			
Bobby's Cosmic Adven	(4)			Super Skateboardin'				Ghostbusters			
Bogey Blaster	(4)			Title Match Pro Wrestling				Kaboom!	(1)		
Burgertime				Tomcat F-14 Fighter		(4)		Keystone Kapers			
Bump 'N' Jump								Kung-Fu Master			
Deadly Discs				<b>By Froggo Games</b>				Pitfall			
Dungeon Masters	(4)			Cruise Missile				Rampage		(4)	
Frogs and Flies				Karate				River Raid			
Glacier Patrol				Night of the Ninja		(4)		River Raid II			
International Soccer				Pyromania		(4)		Robot Tank			
Kung Fu Superkicks				Scorpion Squad		(4)		Space Shuttle			
Lock 'N Chase				Sea Hawk				<b>By TNT Games</b>			
Night Stalker				Sea Hunt				BMX Air Master			
Quest for Quintana Roo	(4)	(4)		Spiderdriod							
Space Attack				Tank Command							
Star Strike				Task Force							
Super Challenge Baseball				UFO		(4)					
Super Challenge Football				Water Ski							
Universal Chaos	(4)										

Means 7800 uses 2600 version of game

(1) Requires CX30 paddle controllers  
(4) Coming Soon

Alex



AFTER UNTYING BETH, ATARI  
 SETS OFF IN PURSUIT OF THE  
 EVIL NINJA-ENDO.



THE LOWER CHAMBERS  
 ARE FLOODED. WE'LL  
 HAVE TO BORROW A  
 BA-1 SUB\* TO TRACK  
 HIM DOWN.



TIGHT FIT  
 FOR TWO  
 IN THIS  
 MINI-SUB.



THESE FISH HAVE  
 ALL MUTATED. WHAT  
 COULD BE CAUSING  
 IT?

I DON'T  
 KNOW, BUT OUR  
 TRACKING SONAR  
 HAS PICKED UP--



THOSE CREEPS  
 FOLLOWED ME--  
 JUST AS I  
 KNEW THEY  
 WOULD!

NOW  
 TO MARSHALL  
 MY ARMY OF  
 UNDERSEA  
 CREATURES!



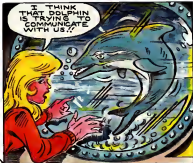


AN ARMY OF MUTANT SEA CREATURES ARE HEADED THIS WAY.



BUT I CAN'T LEAVE BETH ALONE IN THE SUB.

I THINK THAT DOLPHIN IS TRYING TO COMMUNICATE WITH US.??



YES! I CAN ANALYZE HIS SOUND PATTERNS WITH THIS MEGA-ST.

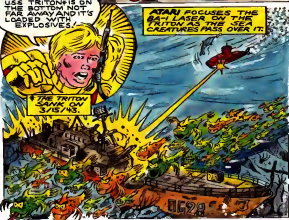


HE SAYS THE USS TRITON IS ON THE BOTTOM NOT FAR AWAY AND IT'S LOADED WITH EXPLOSIVES.



THE TRITON SINKS ON 3/15/85.

ATARI FOCUSES THE SAW LASER ON THE TRITON AS THE SEA CREATURES PASS OVER IT.



PRaise NEPTUNE/ FRIED BLUEFISH AND SMOKED OYSTERS!



WILL ATARI CATCH NEPTUNE-ENDDY?



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